

WYRD OFFICIAL HENCHMAN HARDCORE FORMAT

Henchman Hardcore is a tournament version of Malifaux which focuses on quick, brutal decision making. It is perfect for a group which wants to face a new challenge and experiment with Malifaux in a slightly different environment. The key differences between Henchman Hardcore and regular Malifaux are the reduced game size (20 Soulstones) and the fact that all Crews must be led by a Henchman. Due to the emphasis on speed it may not be the best format for new players, but this can be overcome by adjusting the round times to the needs of your group.

RESTRICTIONS

Henchman Hardcore is different from standard Malifaux in the following ways:

- All Crews must be led by a Henchman, not a Master.
- The game size is 20 Soulstones.
- All Crews must contain exactly 4 models, no more, no less.
- Upgrades may be purchased, as allowed by the standard rules of Malifaux.
- The size of a Crew's Soulstone Pool is limited by the Cache of the Henchman leading it; any Soulstones above this amount are discarded.
- Any Actions, Abilities, or Triggers which summon models are considered to be "blank" (they may not be used and have no effect on the game, as if they were not printed on the model).
- Only one Scheme will be available.
- The same Crew must be used in each round of the event.

SET UP

All rounds use the following set up:

- Deployment: Close.
- Strategy: Hardcore Turf War. This Strategy uses the Turf War rules (Core Rulebook pg. 66) with the exception that **VP** may be scored on the first Turn.
- Scheme Pool: Assassinate (Core Rulebook pg. 68). This is the only Scheme available and it must always be taken.

TOURNAMENT RULES

Use Gaining Grounds to determine pairings and score the event to determine the winner. Only the round times are different from the Gaining Grounds tournament standard:

- All round times are 30 minutes.

Thanks to the UK Malifaux scene for first thinking of this format!